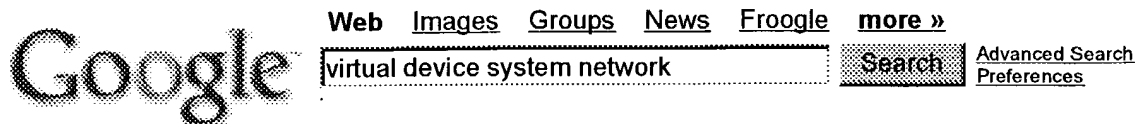| L Number	Hits	Search Text	DB	Time stamp
-	5600	709/210,224-226.ccls.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 10:00
-	314	709/210,224-226.ccls. and virtual near8 network near8 (device or system)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:00
-	21	709/210,224-226.ccls. and virtual near8 network near8 (device or system) and register$3 and emulat$3	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:14
-	5	(("5796728") or ("5940479") or ("5953322") or ("5983282") or ("6005926")).PN.	USPAT	2004/08/09 11:16
-	2	virtual near8 (mouse or keyboard) and RTP and SIP and H.323	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:21
-	195	virtual and RTP and SIP and H.323	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:22
-	0	(virtual and RTP and SIP and H.323) and (virtual same mouse) and (virtual same telepone) and RTP and SIP and H.323	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:22
-	47	virtual and RTP and SIP and H.323 and mouse and telephone	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:25
-	0	virtual and RTP and SIP and H.323 and mouse and telephone and microsoft.as.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:46
-	18	virtual and RTP and SIP and H.323 and mouse and telephone and microsoft	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:57
-	18	(US-5999525-$ or US-6614781-$ or US-6373817-$ or US-6335927-$ or US-6633635-$ or US-6731625-$ or US-6754181-$ or US-5867494-$ or US-5867495-$).did. or (US-20020124100-$ or US-20020107918-$ or US-20040022237-$ or US-20030140121-$ or US-20030177354-$ or US-20020064149-$ or US-20020032751-$ or US-20030227540-$ or US-20020133611-$).did.	USPAT; US-PGPUB	2004/08/09 11:23
-	1	((US-5999525-$ or US-6614781-$ or US-6373817-$ or US-6335927-$ or US-6633635-$ or US-6731625-$ or US-6754181-$ or US-5867494-$ or US-5867495-$).did. or (US-20020124100-$ or US-20020107918-$ or US-20040022237-$ or US-20030140121-$ or US-20030177354-$ or US-20020064149-$ or US-20020032751-$ or US-20030227540-$ or US-20020133611-$).did.) and (virtual near8 device)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:24
-	78	(virtual same (mouse or telephone)) and RTP and SIP and H.323	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:56
-	27	(virtual near8 (mouse or telephone)) and RTP and SIP and H.323	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:25
-	11	(virtual near8 (mouse or telephone)) and RTP and SIP and H.323 and microsoft	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:44
-	27	(virtual near8 (mouse or telephone)) and RTP and SIP and H.323	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:48
-	16	((virtual near8 (mouse or telephone)) and RTP and SIP and H.323) not ((virtual near8 (mouse or telephone)) and RTP and SIP and H.323 and microsoft)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:44
-	2	(virtual near8 (keyboard)) and RTP and SIP and H.323	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:48

–	2	(virtual near20 (keyboard)) and RTP and SIP and H.323	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:48
–	2	(virtual same (keyboard)) and RTP and SIP and H.323	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:49
–	23	(virtual near8 (device or component)) and RTP and SIP and H.323	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:49
–	23	(US-6453034-$ or US-6714987-$ or US-6697354-$ or US-6625258-$ or US-6259691-$).did. or (US-20040057385-$ or US-20040064579-$ or US-20020032751-$ or US-20020057786-$ or US-20040095932-$ or US-20040139209-$ or US-20040120318-$ or US-20020147814-$ or US-20020156900-$ or US-20020194388-$ or US-20030031165-$ or US-20030088686-$ or US-20030161297-$ or US-20040025186-$ or US-20040047342-$ or US-20020143874-$ or US-20020107918-$ or US-20020099842-$).did.	USPAT; US-PGPUB	2004/08/09 11:49
–	23	((US-6453034-$ or US-6714987-$ or US-6697354-$ or US-6625258-$ or US-6259691-$).did. or (US-20040057385-$ or US-20040064579-$ or US-20020032751-$ or US-20020057786-$ or US-20040095932-$ or US-20040139209-$ or US-20040120318-$ or US-20020147814-$ or US-20020156900-$ or US-20020194388-$ or US-20030031165-$ or US-20030088686-$ or US-20030161297-$ or US-20040025186-$ or US-20040047342-$ or US-20020143874-$ or US-20020107918-$ or US-20020099842-$).did.) and (virtual near8 (device or component))	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:49
–	0	virtual and RTP and SIP and H.323 and (mouse or keyboard) and microsoft$.as.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:58
–	0	virtual same (mouse or keyboard) and RTP and (mouse or keyboard) and microsoft$.as.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 11:58
–	8	(build$3 or creat$3) near8 virtual same (mouse or keyboard) and microsoft$.as.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:01
–	5	(build$3 or creat$3) near8 computer and RTP and microsoft$.as.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:02
–	21	(build$3 or creat$3) near8 computer and (network near8 (mouse or keyboard)) and microsoft$.as.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:05
–	5	((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard)) and microsoft$.as.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:07
–	262	((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard))	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:09
–	1	(((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard))) not (((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard)) and microsoft$.as.) and RTP	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:08
–	257	(((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard))) not (((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard)) and microsoft$.as.)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:08
–	1	((((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard))) not (((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard)) and microsoft$.as.)) and RTP	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:08

–	0	((((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard))) not (((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard)) and microsoft$.as.)) and H.323	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:09
–	2	((((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard))) not (((select$ or discover$3 or detect$3) near8 network near8 (mouse or keyboard)) and microsoft$.as.)) and SIP	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:09
–	0	discover$3 near8 network near8 (mouse or keyboard)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:10
–	82	select near8 network near8 (mouse or keyboard)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:10
–	56	select near5 network near5 (mouse or keyboard)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:12
–	0	select adj (mouse or keyboard) near5 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:12
–	12	select$3 adj (mouse or keyboard) near5 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:13
–	0	discover$3 adj (mouse or keyboard) near5 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:13
–	0	detect$3 adj (mouse or keyboard) near5 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:14
–	3	detect$3 near2 (mouse or keyboard) near5 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:14
–	48	select$3 near2 (mouse or keyboard) near5 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:21
–	0	selection near3 device near3 network same keyboard same mouse and RTP	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:22
–	0	selection near3 device near3 network same keyboard same mouse	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:22
–	4	selection near5 device near5 network same keyboard same mouse	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:24
–	17	selection near5 (keyboard or mouse) near5 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:25
–	11	((select$ or discover$3 or detect$3) near5 (keyboard or mouse) near5 network).ab.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:27
–	11	((select$ or discover$3 or detect$3) same (keyboard or mouse) same virtual same network).ab.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:30
–	6	(detect$3 near5 (keyboard or mouse) same virtual same network)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:32
–	1	virtual adj computer near8 select$3 near8 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:33
–	1	(build$3 or creat$3) near3 virtual adj computer near8 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:34
–	7	(build$3 or creat$3) near3 virtual adj computer same network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:35
–	0	(assembl$3) near3 virtual adj computer same network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:35

–		0	(assembl$3) near3 virtual near2 computer same network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:36
–		13	(assembl$3) near3 computer same network same virtual	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:36
–		36	select$3 near8 keyboard near8 mouse near8 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:42
–		0	select$3 near2 of near8 keyboard near8 mouse near8 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:42
–		0	selection adj of adj8 (keyboard or mouse) same network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:43
–		0	selection adj of adj8 (keyboard or mouse)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:43
–		0	selection adj of adj2 network adj2 device	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:43
–		14	RTP and SIP and H.323 and ((mouse or keyboard or telephone) near5 selection)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:47
–		0	RTP and SIP and H.323 and ((mouse or keyboard or telephone) near5 selection near5 of)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:48
–		11	RTP and SIP and H.323 and ((mouse or keyboard or telephone) near5 detection)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:51
–		14	RTP and SIP and ((mouse or keyboard or telephone) near5 detection)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:49
–		3	(RTP and SIP and ((mouse or keyboard or telephone) near5 detection)) not (RTP and SIP and H.323 and ((mouse or keyboard or telephone) near5 detection))	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:50
–		3	RTP and SIP and H.323 and ((mouse or keyboard or telephone) same (device near5 detection))	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:52
–		5	RTP and SIP and H.323 and ((mouse or keyboard or telephone) same (device near5 selection))	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:53
–		19	RTP and SIP and H.323 and ((mouse or keyboard or telephone) and (device near5 selection))	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:55
–		14	(RTP and SIP and H.323 and ((mouse or keyboard or telephone) and (device near5 selection))) not (RTP and SIP and H.323 and ((mouse or keyboard or telephone) same (device near5 selection)))	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:54
–		5	RTP and SIP and ((mouse or keyboard or telephone) same (device near5 selection))	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:56
–		25	RTP and ((mouse or keyboard or telephone) same (device near5 selection))	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:58
–		20	(RTP and ((mouse or keyboard or telephone) same (device near5 selection))) not (RTP and SIP and ((mouse or keyboard or telephone) same (device near5 selection)))	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:56
–		0	((mouse or keyboard) near5 pool near5 selection near5 network)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 12:59
–		0	((mouse or keyboard) near5 pool near5 selection)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:00
–		0	((mouse or keyboard) near5 pool near5 network)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:01

–	22	((mouse or keyboard) near5 resource near5 network)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:02
–	111	selection near5 resource near5 network	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:02
–	1	selection near5 resource near5 network same keyboard	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:02
–	7	selection near5 resource near5 network near5 dynamic$5	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:04
–	1	detection near5 resource near5 network near5 dynamic$5	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:04
–	3271	(resource or device) and network and (keyboard or mouse).ab.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:05
–	2646	(resource or device) and network and (keyboard or mouse and selection).ab.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:05
–	2591	(resource or device) and network and (keyboard or mouse and (selection or detection) and virtual).ab.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:06
–	3	((resource or device) and network and (keyboard or mouse) and (selection or detection) and virtual).ab.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:07
–	64	((resource or device) and network and (keyboard or mouse) and (selection or detection)).ab.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:08
–	61	(((resource or device) and network and (keyboard or mouse) and (selection or detection)).ab.) not (((resource or device) and network and (keyboard or mouse) and (selection or detection) and virtual).ab.)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:10
–	0	((((resource or device) and network and (keyboard or mouse) and (selection or detection)).ab.) not (((resource or device) and network and (keyboard or mouse) and (selection or detection) and virtual).ab.)) and RTP	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:08
–	1	MGCP near5 URL	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:10
–	69	MGCP and URL	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:10
–	44	MGCP and URL and virtual	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:11
–	1	MGCP and URL and (virtual same (keyboard or mouse))	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:11
–	4	MGCP and URL and (virtual near5 device)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:12
–	12	MGCP and (URL near5 device)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:28
–	102	selection same (URL near5 device)	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:28
–	2	selection same (URL near5 device) same monitor	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:29
–	1	selection same (URL near5 device) and microsoft.as.	USPAT; US-PGPUB; EPO; JPO	2004/08/09 13:30

–	24	(US-6259691-$ or US-5867494-$ or US-6625258-$ or US-6714987-$ or US-6697354-$ or US-6665714-$ or US-6741586-$ or US-6681252-$ or US-6650901-$).did. or (US-20020116464-$ or US-20030140121-$ or US-20020124100-$ or US-20020057786-$ or US-20020051463-$ or US-20030088686-$ or US-20020156900-$ or US-20020143874-$ or US-20020032751-$ or US-20040017800-$ or US-20030227929-$ or US-20030007622-$ or US-20030035471-$ or US-20020120760-$ or US-20020027569-$).did.	USPAT; US-PGPUB	2004/08/09 14:10
–	8	((US-6259691-$ or US-5867494-$ or US-6625258-$ or US-6714987-$ or US-6697354-$ or US-6665714-$ or US-6741586-$ or US-6681252-$ or US-6650901-$).did. or (US-20020116464-$ or US-20030140121-$ or US-20020124100-$ or US-20020057786-$ or US-20020051463-$ or US-20030088686-$ or US-20020156900-$ or US-20020143874-$ or US-20020032751-$ or US-20040017800-$ or US-20030227929-$ or US-20030007622-$ or US-20030035471-$ or US-20020120760-$ or US-20020027569-$).did.) and (telephone near8 virtual) and SIP and H.323 and RTP	USPAT; US-PGPUB	2004/08/09 14:11

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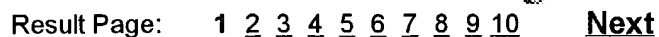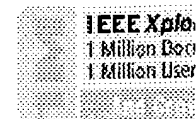**Virtual Device**); ... Chipset name; Chipset version; **Network** speeds supported (in MB). ...
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1 **Multimedia communications with multiple devices using the personal
virtual network service**
Vanem, E.; Dao Tran Van; Do Van Thanh;
Wireless Communications and Networking Conference, 2002. WCNC2002. 2002
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Papka, M.E.; Stevens, R.;
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Chunming Qiao; Melhem, R.;
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1 Tools: Virtual routers: a tool for networking research and education   ▩
Florian Baumgartner, Torsten Braun, Eveline Kurt, Attila Weyland
July 2003 **ACM SIGCOMM Computer Communication Review**, Volume 33 Issue 3

Full text available: 📄 pdf(284.61 KB)   Additional Information: full citation, abstract, references, index terms

> Virtual routers are software entities, i.e. user space processes, emulating IP routers on one or several (Linux) computers. Virtual routers can be used for both networking research and education. In contrast to simulation, virtual routers process packets in real-time and the virtual router code is similar to code in real routers. In the case of research, larger network test-beds can be built using a relatively small number of computers. New functionalities such as new queuing mechanisms are supp ...

> **Keywords:** distance learning, network emulation, networking, performance evaluation

2 Software: VRPN: a device-independent, network-transparent VR peripheral system   ▩
Russell M. Taylor, Thomas C. Hudson, Adam Seeger, Hans Weber, Jeffrey Juliano, Aron T. Helser
November 2001 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: 📄 pdf(344.60 KB)   Additional Information: full citation, abstract, references, citings, index terms

> The Virtual-Reality Peripheral Network (VRPN) system provides a device-independent and network-transparent interface to virtual-reality peripherals. VRPN's application of factoring by function and of layering in the context of devices produces an interface that is novel and powerful. VRPN also integrates a wide range of known advanced techniques into a publicly-available system. These techniques benefit both direct VRPN users and those who implement other applications that make use of VR periphe ...

> **Keywords:** input devices, interactive graphics, library, peripherals, virtual environments, virtual worlds

3 Virtual machine monitors: Terra: a virtual machine-based platform for trusted computing   ▩
Tal Garfinkel, Ben Pfaff, Jim Chow, Mendel Rosenblum, Dan Boneh
October 2003 **Proceedings of the nineteenth ACM symposium on Operating systems principles**

Full text available: 📄 pdf(140.31 KB)   Additional Information: full citation, abstract, references, index terms

We present a flexible architecture for trusted computing, called Terra, that allows applications with a wide range of security requirements to run simultaneously on commodity hardware. Applications on Terra enjoy the semantics of running on a separate, dedicated, tamper-resistant hardware platform, while retaining the ability to run side-by-side with normal applications on a general-purpose computing platform. Terra achieves this synthesis by use of a *trusted virtual machine monitor* (TVMM ...

Keywords: VMM, attestation, authentication, trusted computing, virtual machine, virtual machine monitor

4 Velnet: virtual environment for learning networking
Bruce Kneale, Ain Y. De Horta, Ilona Box
January 2004 **Proceedings of the sixth conference on Australian computing education - Volume 30**
Full text available: pdf(616.15 KB)   Additional Information: full citation, abstract, references

The problems of providing a real, physical specialist laboratory to teach computer networking such as, the lack of funding and physical space and the risks and threats to the network environment and infrastructure, can be solved by the use of a virtual learning environment. Velnet is such a virtual learning environment that we have developed and used successfully. Velnet consists of one or more host machines and operating systems, commercial virtual machine software, virtual machines and their o ...

Keywords: Velnet, computer networking, virtual learning environment

5 Virtual machine monitors: Xen and the art of virtualization
Paul Barham, Boris Dragovic, Keir Fraser, Steven Hand, Tim Harris, Alex Ho, Rolf Neugebauer, Ian Pratt, Andrew Warfield
October 2003 **Proceedings of the nineteenth ACM symposium on Operating systems principles**
Full text available: pdf(168.76 KB)   Additional Information: full citation, abstract, references, citings, index terms

Numerous systems have been designed which use virtualization to subdivide the ample resources of a modern computer. Some require specialized hardware, or cannot support commodity operating systems. Some target 100% binary compatibility at the expense of performance. Others sacrifice security or functionality for speed. Few offer resource isolation or performance guarantees; most provide only best-effort provisioning, risking denial of service.This paper presents Xen, an x86 virtual machine monit ...

Keywords: hypervisors, paravirtualization, virtual machine monitors

6 Wireless amd Mobile Networks Performance: EMWIN:: emulating a mobile wireless network using a wired network
Pei Zheng, Lionel M. Ni
September 2002 **Proceedings of the 5th ACM international workshop on Wireless mobile multimedia**
Full text available: pdf(620.08 KB)   Additional Information: full citation, abstract, references, citings, index terms

Test and performance evaluation of protocols and algorithms in mobile wireless networks is known to be challenging. Due to the highly varying characteristics of mobile wireless networks, one cannot merely rely on either network simulation or a testbed. Network emulation provides a controllable and reproducible environment, yet it generally lacks the support for the emulation of network topology and mobility, which are extremely critical in mobile wireless network research. We introduce EMWIN, a ...

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Keywords: mobile wireless network, mobility, network emulation, performance evaluation

7 Secure virtual private networks: the future of data communications

Eli Herscovitz

August 1999 **International Journal of Network Management**, Volume 9 Issue 4

Full text available: pdf(230.05 KB)   Additional Information: full citation, abstract, index terms

The Internet is an almost ideal means for information retrieval and exchange. It is cost-effective, easy to use and easily accessible. However, it can also be susceptible to devious practices such as data tempering, eavesdropping and theft. This paper analyses secure virtual private networks (VPNs) and their use in countering the problems of the Internet. Copyright © 1999 John Wiley & Sons, Ltd.

8 Active virtual network management protocol

Stephen F. Bush

May 1999 **Proceedings of the thirteenth workshop on Parallel and distributed simulation**

Full text available: pdf(721.06 KB)   Additional Information: full citation, abstract, references, citings, index terms
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This paper introduces a novel algorithm, the Active Virtual Network Management Protocol, for predictive network management. It explains how the Active Virtual Network Management Protocol facilitates the management of an active network by allowing future predicted state information within an active network to be available to network management algorithms. This is accomplished by coupling ideas from optimistic discrete event simulation with active networking. The optimistic discrete event simulati ...

Keywords: Active Networks, Network Management, Self-Prediction, Optimistic Discrete Event Simulation

9 Novel approaches: A case for virtual channel processors

Derek McAuley, Rolf Neugebauer

August 2003 **Proceedings of the ACM SIGCOMM workshop on Network-I/O convergence: experience, lessons, implications**

Full text available: pdf(153.09 KB)   Additional Information: full citation, abstract, references, citings, index terms

Modern desktop and server computer systems use multiple processors: general purpose CPU(s), graphic processor (GPU), network processors (NP) on Network Interface Cards (NICs), RAID controllers, and signal processors on sound cards and modems. Some of these processors traditionally have been special purpose processors but there is a trend towards replacing some of these with embedded general purpose processors. At the same time main CPUs become more powerful; desktop CPUs start featuring Simultan ...

Keywords: I/O virtualisation, Virtual Channel Processors, protocol offloading

10 Design challenges of virtual networks: fast, general-purpose communication

Alan M. Mainwaring, David E. Culler

May 1999 **ACM SIGPLAN Notices , Proceedings of the seventh ACM SIGPLAN symposium on Principles and practice of parallel programming**, Volume 34 Issue 8

Full text available: pdf(1.57 MB)   Additional Information: full citation, abstract, references, citings, index terms

Virtual networks provide applications with the illusion of having their own dedicated, high-performance networks, although network interfaces posses limited, shared resources. We present the design of a large-scale virtual network system and examine the integration of

communication programming interface, system resource management, and network interface operation. Our implementation on a cluster of 100 workstations quantifies the impact of virtualization on small message latencies and throughput ...

Keywords: application programming interfaces, direct network access, high-performance clusters, protocol architecture and implementation, system resource management, virtual networks

11 Virtual machines: ReVirt: enabling intrusion analysis through virtual-machine logging and replay
George W. Dunlap, Samuel T. King, Sukru Cinar, Murtaza A. Basrai, Peter M. Chen
December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Full text available: pdf(1.56 MB)   Additional Information: full citation, abstract, references, citings

Current system loggers have two problems: they depend on the integrity of the operating system being logged, and they do not save sufficient information to replay and analyze attacks that include any non-deterministic events. ReVirt removes the dependency on the target operating system by moving it into a virtual machine and logging below the virtual machine. This allows ReVirt to replay the system's execution before, during, and after an intruder compromises the system, even if the intruder rep ...

12 Virtual terminal management in a multiple process environment
Keith A. Lantz, Richard F. Rashid
December 1979 **Proceedings of the seventh ACM symposium on Operating systems principles**

Full text available: pdf(880.43 KB)   Additional Information: full citation, abstract, references, citings, index terms

Rochester's Intelligent Gateway provides its users with the facilities for communicating simultaneously with a large number of processes spread out among various computer systems. We have adopted the philosophy that the user should be able to manage any number of concurrent tasks or jobs, viewing their output on his display device as he desires. To achieve this goal the Virtual Terminal Management System (VTMS) converts a single physical terminal into multiple virtual terminals

13 VISA: Netstation's virtual Internet SCSI adapter
Rodney Van Meter, Gregory G. Finn, Steve Hotz
October 1998 **Proceedings of the eighth international conference on Architectural support for programming languages and operating systems**, Volume 32 , 33 Issue 5 , 11

Full text available: pdf(1.23 MB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper we describe the implementation of VISA, our Virtual Internet SCSI Adapter. VISA was built to evaluate the performance impact on the host operating system of using IP to communicate with peripherals, especially storage devices. We have built and benchmarked file systems on VISA-attached emulated disk drives using UDP/IP. By using IP, we expect to take advantage of its scaling characteristics and support for heterogeneous media to build large, long-lived systems. Detailed file system ...

14 Systems: A framework to manage multimodal fusion of events for advanced interactions within virtual environments
Damien Touraine, Patrick Bourdot, Yacine Bellik, Laurence Bolot
May 2002 **Proceedings of the workshop on Virtual environments 2002**

Full text available: pdf(489.08 KB)   Additional Information: full citation, abstract, references

This paper describes the EVI3d framework, a distributed architecture developed to enhance interactions within Virtual Environments (VE). This framework manages many multi-sensorial devices such as trackers, data gloves, and speech or gesture recognition systems as well as haptic devices. The structure of this architecture allows a complete dispatching of

device services and their clients on as many machines as required. With the dated events provided by its time synchronization system, it become ...

15 Virtual Java/FPGA interface for networked reconfiguration

Yajun Ha, Geert Vanmeerbeeck, Patrick Schaumont, Serge Vernalde, Marc Engels, Rudy Lauwereins, Hugo De Man

January 2001 **Proceedings of the 2001 conference on Asia South Pacific design automation**

Full text available: pdf(242.47 KB)   Additional Information: full citation, abstract, references, citings, index terms

A virtual interface between Java and FPGA for networked reconfiguration is presented. Through the Java/FPGA interface, Java applications can exploit hardware accelerators with FPGAs for both functional flexibility and performance acceleration. At the same time, the interface is platform independent. It enables the networked application developers to design their applications with only one interface in mind when considering the interfacing issues. The virtual interface is part of our work to ...

16 Maté: a tiny virtual machine for sensor networks

Philip Levis, David Culler

October 2002 **Proceedings of the 10th international conference on Architectural support for programming languages and operating systems**, Volume 37 , 30 , 36 Issue 10 , 5 , 5

Full text available: pdf(1.22 MB)   Additional Information: full citation, abstract, references, citings

Composed of tens of thousands of tiny devices with very limited resources ("motes"), sensor networks are subject to novel systems problems and constraints. The large number of motes in a sensor network means that there will often be some failing nodes; networks must be easy to repopulate. Often there is no feasible method to recharge motes, so energy is a precious resource. Once deployed, a network must be reprogrammable although physically unreachable, and this reprogramming can be a significan ...

17 A versatile navigation interface for virtual humans in collaborative virtual environments

Igor Pandzic, Tolga Capin, Nadia Magnenat-Thalmann, Daniel Thalmann

September 1997 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(632.10 KB)   Additional Information: full citation, references, citings, index terms

18 Visualizing software objects: Visualisation of large networks in 3-D space: issues in implementation and experimental evaluation

Yan Xiao, Paul Milgram

November 1992 **Proceedings of the 1992 conference of the Centre for Advanced Studies on Collaborative research - Volume 1**

Full text available: pdf(913.15 KB)   Additional Information: full citation, abstract, references, citings

Three dimensional visualisation has become a widespread scheme for helping users to access and manage large information network. In this report, various techniques for displaying depth information are reviewed, with an emphasis on stereoscopic displays. Input devices used to interact with a 3-D space are also examined. Issues in 3-D network visualisation are elicited from three viewpoints: psychological, task-related and implementational. Consideration of these issues leads to the design of a pr ...

19 On virtual memories and micronetworks

G. Jack Lipovski

March 1977 **ACM SIGARCH Computer Architecture News , Proceedings of the 4th annual symposium on Computer architecture**, Volume 5 Issue 7

Full text available: pdf(891.29 KB)   Additional Information: full citation, abstract, references, index terms

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We propose to use the microcomputer in a network to share I/O resources such as printers and archival memories. A model of a network is developed where computers correspond to edges of a graph. This model reflects the desired characteristics of the microcomputer organization. The advantage of virtual memory in these microcomputers is discussed. Herein, pages in the virtual memory are packets in the network. Packets and requests for packets are generated by page faults and packets are stored ...

20 A device-independent network graphics system

Deborah U. Cahn, Albert C. Yen

July 1983   **ACM SIGGRAPH Computer Graphics , Proceedings of the 10th annual conference on Computer graphics and interactive techniques,** Volume 17 Issue 3

Full text available: pdf(604.64 KB)   Additional Information: full citation, abstract, references, citings, index terms

The design and implementation of a basic graphics system for a heterogeneous network environment is described. The design has been influenced by the SIGGRAPH Core System, GKS, and proposals being considered by the ANSI Technical Committee on Computer Graphics Programming Languages. It permits hierarchical object definition, direct and indirect attribute specification, screen window management and complex styles of interaction. Important parts of the implementation include a device-independe ...

Keywords: Attributes, Core system, Graphical kernel system, Graphics input, Symbol system, Workstation

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